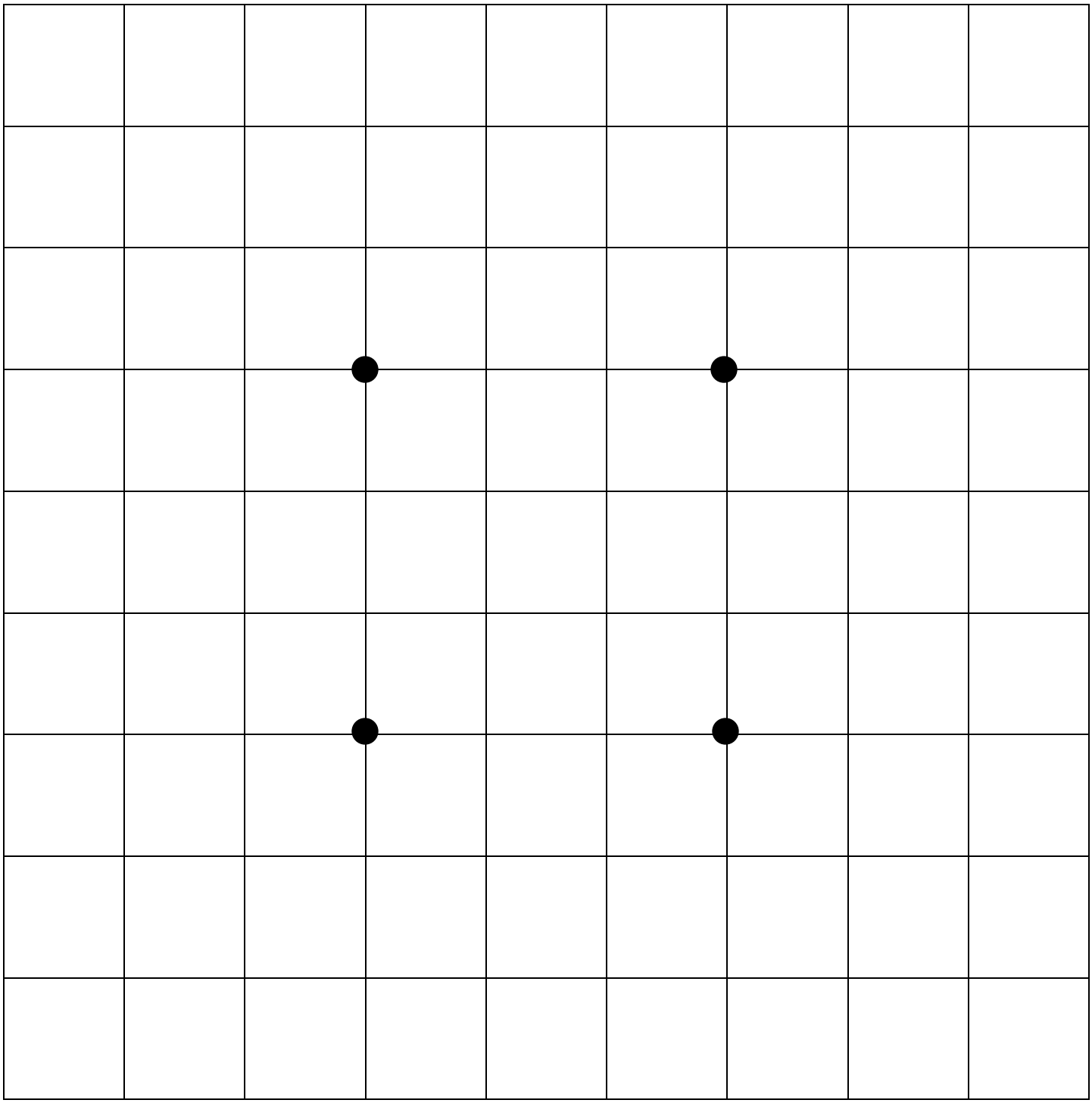

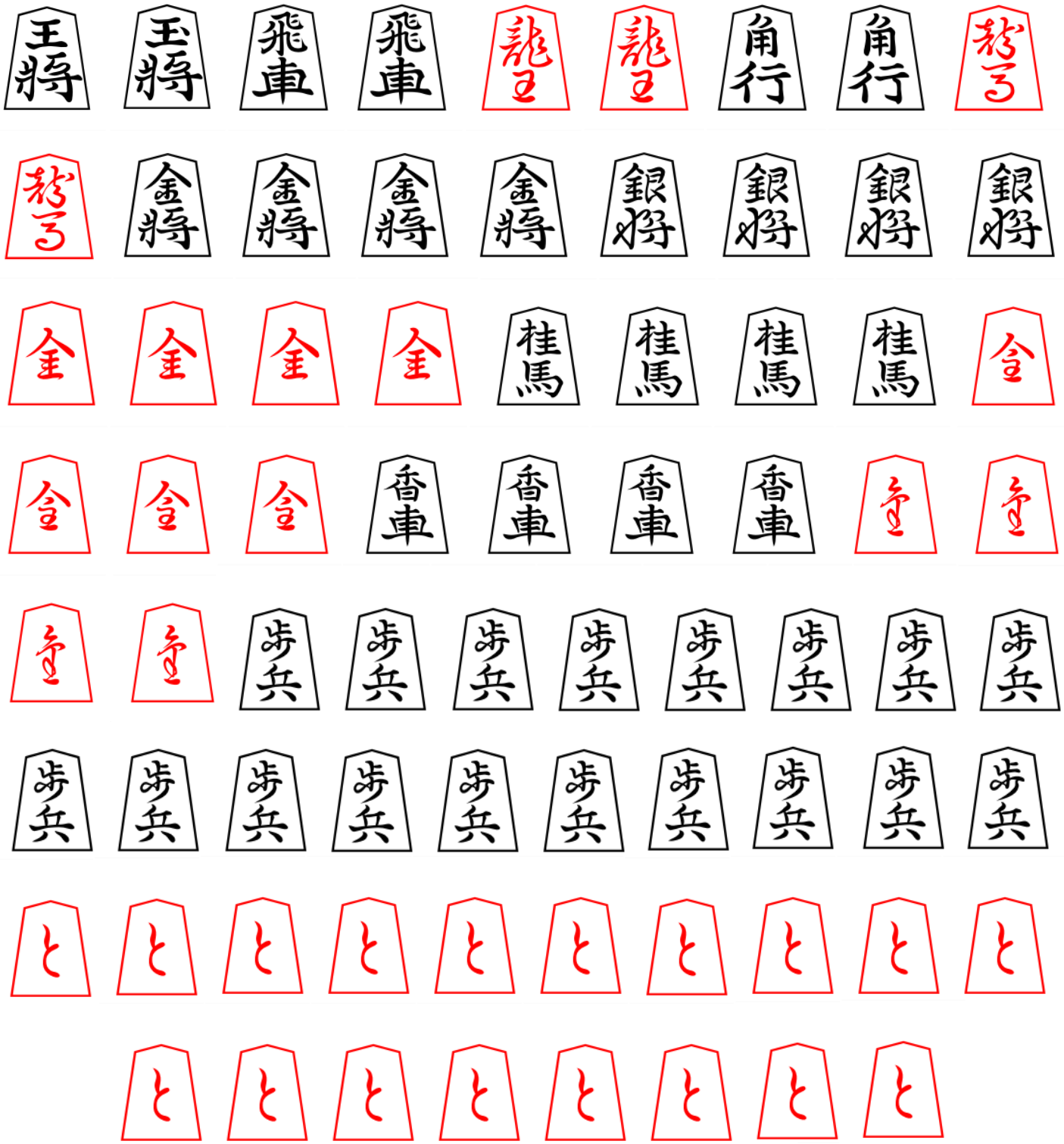

King (Higher-Ranked Player)	Promoted Bishop (“Horse”)	Promoted Knight
King (Lower-Ranked Player)	Gold General	Lance
Rook	Silver General	Promoted Lance
Promoted Rook (“Dragon”)	Promoted Silver General	Pawn
Bishop	Knight	Promoted Pawn

Instructions

Like Chess, the objective of Shogi is to capture the opposing player's king by putting him in check and capturing the other player's pieces. Captured pieces can also be used against the opposing player.

1. Cut out the pieces and place them on the board. Both players play with black pieces (the red are for promotions). Indicate which player is which by facing the narrow end of your pieces at your opponent. Each player has 1 King, 1 Bishop, 1 Rook, 2 Gold Generals, 2 Silver Generals, 2 Knights, 2 Lances, and 9 Pawns. The higher-ranking player has a slightly different King than the lower-ranking player.

2. Pieces are placed within the squares. Setup starts on the bottom row. The King starts in the center and is flanked by the Gold Generals. The Gold Generals are flanked by the Silver Generals. The Silver Generals are flanked by the Knights. The Lances start in the two corners. In the second row, the Bishop starts in the same column as the left Knight, and the Rook starts in the same column as the right Knight. The 9 Pawns line the whole third row.

3. Players choose who is "Black" or "White." Black goes first, and then play alternates every turn after that. A player may advance, capture, or drop a piece during each turn. Advancing pieces can capture opposing pieces by landing on an occupied square. If an occupied square has a friendly piece, it cannot be occupied or jumped by a piece from the same player (except for Knights, which may jump pieces).

4. The King may move in any direction, but only one square. The Rook may move any number of squares forward, backward, or side-to-side. The Bishop may move any number of squares diagonally. Gold Generals may move one square forward, backward, side-to-side, or diagonally forward. Silver Generals can move one square diagonally or forward. A Knight moves forward in a 2-up-1-over, L-shaped fashion. It can only move forward, but it jumps over friendly and opposing pieces without effect. A Lance can move forward any number of squares. Pawns may move one square forward only.

5. If a player moves a piece beyond the two dots on the opponent's side of the board, he or she may promote that piece at the end of the turn. The piece is removed and replaced with the red promotion piece, which moves differently. Pawns and Lances must be promoted if they reach the furthest row, and Knights must be promoted after reaching the second-to-furthest row. Pawns, Knights, Lances, and Silver Generals move like Gold Generals once promoted. Rooks and Bishops keep their movement powers, but are additionally allowed to move one square in any direction. Promotions are permanent unless the piece is captured, in which case it reverts to its unpromoted form.

6. A player can capture an opposing piece and on the next turn "drop" the piece back onto the board. This is a complete turn and converts the piece into a member of the capturing player's army. The piece must be dropped into an empty square (anywhere on the board) and, if it's in a promotion zone, cannot be promoted on that turn. Pawns cannot be dropped in to create checkmate, but other pieces can. Pawns cannot be dropped into a column that holds another unpromoted pawn.

7. The King is in check when he's threatened by capture. Check must be announced and the King must move out of it. If the King cannot move out of check, it is checkmate and the game is over.